

IN THE CLAIMS:

1. (currently amended) A gaming machine comprising:

a variable display section for variably displaying a plurality of kinds of symbols necessary for gaming;

a starting device for starting variable display of the symbols; and

a stopping device, disposed so as to be operable by a player, for stopping said symbols being variably displayed;

wherein, on condition that a combination of symbols displayed when said symbols are stopped constitutes a predetermined special winning mode, said player is allowed to start playing a special game which is more advantageous to said player than is a normal game (said special game having a first mode and a second mode allowed from the first mode;)

wherein said gaming machine further comprises an image display section for displaying special game information in said special game to said player, and

wherein [the] said special game information is displayed by figures representing objects [and written information] and is presented as a progressing story so that when said player is allowed to start playing games in said special game a progressing story begins for said first mode and, when said second mode is allowed, a new progressing story which is related to said first

mode begins, said new progressing story being distinguishable by said player from progressive story in said first mode.

2. (original) A gaming machine according to claim 1, wherein said gaming machine is a slot machine comprising:

a variable display section comprising a plurality of reels displaying a plurality of symbols necessary for gaming;

a starting device comprising a start switch for starting rotating said plurality of reels; and

a stopping device comprising a stop switch for individually stopping said plurality of reels;

wherein said player is provided with a predetermined unit of value information if a combination of symbols displayed when said plurality of reels is stopped constitutes a predetermined stop mode.

3. (original) A gaming machine according to claim 1, wherein said special game information displayed in said image display section is special game information concerning a state of progress of said special game.

4. (original) A gaming machine according to claim 1, wherein said special game information displayed in said image display section is special game information concerning a history of provision of value information provided as a profit for said player in said special game.

5. (original) A gaming machine according to claim 1, wherein said special game information displayed in said image display section is special game information concerning a winning history in said special game.

6. (original) A gaming machine according to claim 1, wherein said special game information displayed in said image display section is special game information concerning a gaming mode in said special game.

7. (original) A gaming machine according to claim 1, wherein said starting device uses an input of predetermined bet information as an actuating condition; and

wherein said special game information displayed in said image display section is special game information concerning a maximum permissible input unit of said bet information in said special game.

8. (original) A gaming machine according to claim 1, wherein said special game information displayed in said image display section is special game information for indicating that said special game is over.

9. (original) A gaming machine according to claim 1, further comprising an indicating section for indicating related special

game information relating to said special game information displayed in said image display section.

10. (original) A gaming machine according to claim 1, wherein said special game information displayed in said image display section is also displayable while said normal game is being played.

11. (original) A gaming machine according to claim 1, wherein said special game information displayed in said image display section is a moving image.

12 - 13. (canceled)

14. (currently amended) A gaming machine comprising:

a variable display section for variably displaying a plurality of kinds of symbols necessary for gaming;

a starting device for starting variable display of said symbols; and

a stopping device, disposed so as to be operable by a player, for stopping said symbols being variably displayed;

wherein, on condition that a combination of symbols displayed when said symbols are stopped constitutes a predetermined special winning mode, said player is allowed to start playing a special game which is more advantageous to said player than is a normal game said special game comprised of a predetermined number of individual special games,

wherein said gaming machine further comprises an image display section for displaying game information to said player;

wherein said game information displayed in said image display section [is game] includes information [concerning a history of provision of value information provided as a profit for the player] showing an outcome of each said predetermined number of special games; [and]

wherein the special game information [which is information related to said special game] is displayed by figures representing objects and written information and is presented as a progressing story; and

a device for allowing a player to interact with said objects and exert control over displayed action as said story progresses.

15 - 28. (canceled)

29. (previously amended) A gaming machine according to claim 1, wherein the figures representing objects represent animate objects.

[30. (canceled)]

31. (previously amended) A gaming machine according to claim 1, wherein the special game information is presented as a progressing adventure story.

32 - 34. (canceled)

35. (new) A gaming machine that allows a player to play a predetermined number individual games in a first special game mode and a result in a game in said first special game mode allowing the player to play a predetermined number individual games in second special game mode, comprising in combination:

a variable display section for variably displaying a plurality of kinds of symbols necessary for gaming;

a starting device for starting variable display of the symbols;

a stopping device, disposed so as to be operable by a player, for stopping said symbols being variably displayed;

wherein, on condition that a combination of symbols displayed when said symbols are stopped constitutes a predetermined special winning mode, said player is allowed to start playing games in the first special game mode which is more advantageous to said player than is a normal game, and wherein on occurrence of a predetermined symbol displayed a game in said first special game mode the player is allowed to play games in the second special game mode;

wherein said gaming machine further comprises an image display section for displaying special game information results to said player including a display that simultaneously shows individual outcomes of past plays in said first special game mode and individual outcome of past plays in said second special game mode.

36. (new) A gaming machine as in claim 35, wherein said display includes an icon to indicate to the player when the player is in

the first special game mode and when the play r is in the second special game mode.

37. (new) A gaming machine as in claim 35, wherein said image display section shows a variable display of symbols that comprise the games in first special game mode and a variable display of symbols that comprise games in the second special game mode.

38. (new) A gaming machine as in claim 37, wherein the variable display of symbols that comprise the first special game are figures representing objects and written information and is presented as a progressing story.

39. (new) A gaming machine as in claim 37, wherein the variable display of symbols that comprise the second special game are figures representing objects and written information and is resented as a progressing story.

40. (new) A gaming machine as in claim 38, further including a device for allowing a player to interact with the objects and exert control of displayed action as the story progresses.

41. (new) A gaming machine as in claim 39, further including a device for allowing a player to interact with the objects and exert control of displayed action as the story progresses.

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42. (new) A gaming machine as in claim 1, wherein a plurality of second mode games can be allowed from a first mode game in one cycle of the first mode game and each of said plurality of second mode games begins a different progressive story.

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